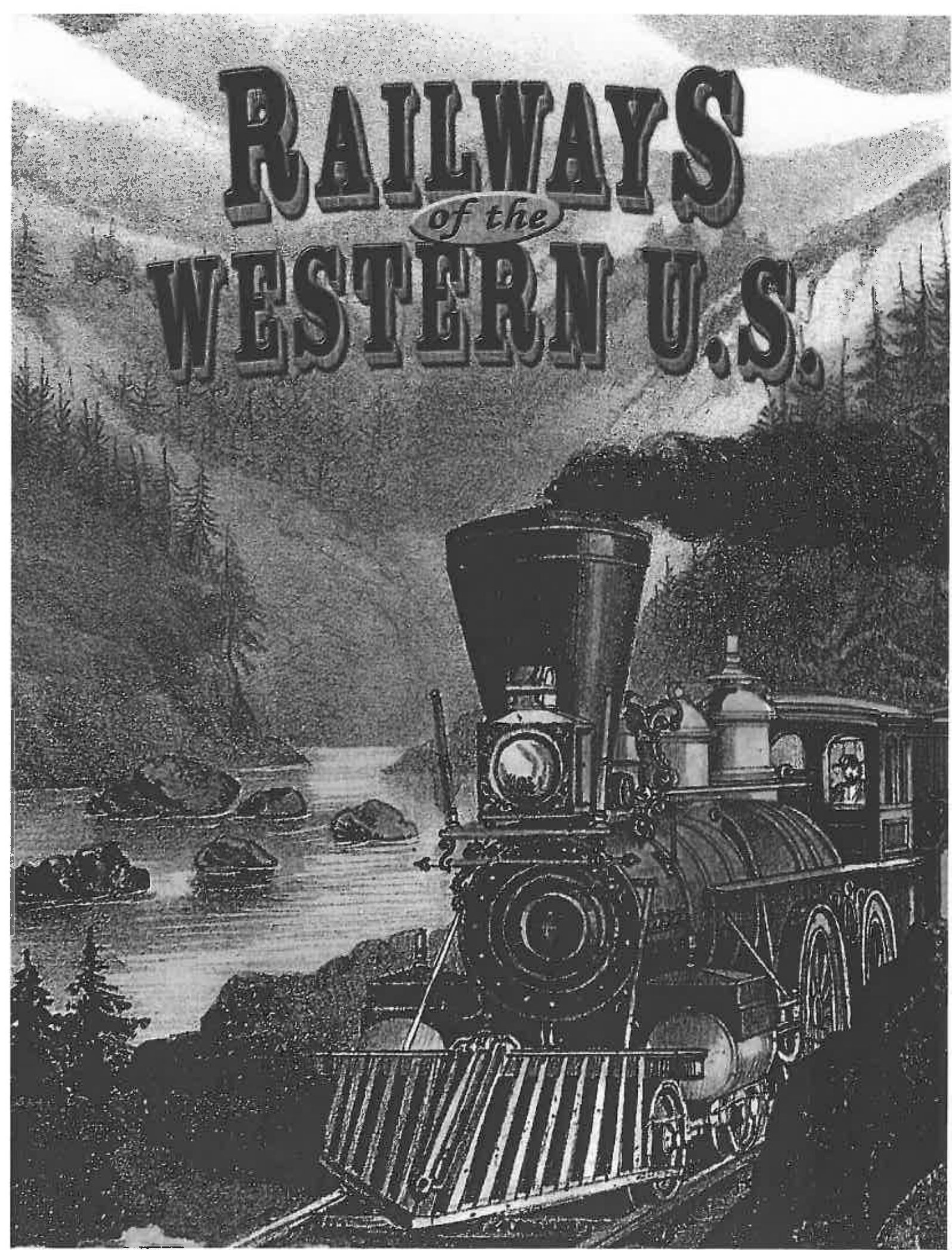


RAILWAYS *of the* WESTERN U.S.



RAILWAYS of the WESTERN U.S.

Introduction

Go West! In the mid-1800's this cry was the embodiment of the young nation's belief in Manifest Destiny, that the United States should expand across the continent. While some of the early Railroad Barons felt it was best to focus on developing the economy in the Eastern U.S., new riches and lucrative opportunities awaited in the Wild West. Those who had the courage to build over the Rockies or through the Sierra Nevada and connect the East and West joined the pantheon of railroad visionaries.

Do you have the skill to tame the West and be as successful as those who came before you?

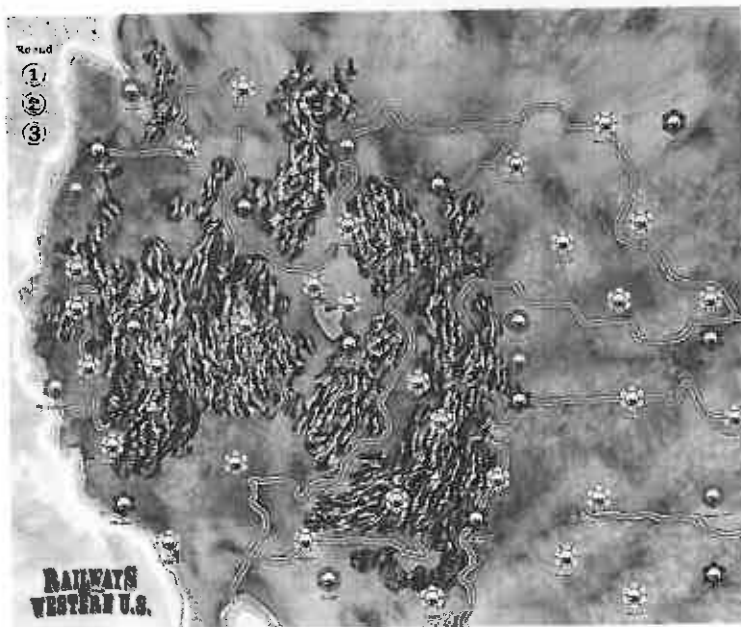
Railways of the Western U.S. is an expansion map for Railways of the World. You will need the pieces from Railways of the World (track and city tiles, bonds, money, empty city markers, trains and first player marker) to play Railways of the Western U.S.

The basic gameplay has not changed from Railways of the World except where noted. For basic rules questions please refer to the Railways of the World rule manual. Any modification or change to a basic rule is presented here.

Components

Gameboard

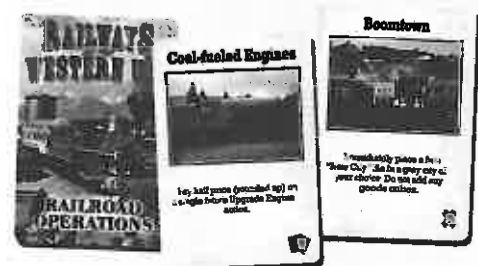
A map of the Western U.S. in the mid-19th century. The map is divided into hexes. Each hex may contain a city, mountains (brown) or open terrain (green). Water (blue) may be present and Ridges (dark brown) may run along the sides of some hexes.



Railroad Baron cards



Railroad Operations cards



City Rotors



Fuel Depots



Starting the Game

Once the game board has been set up (cubes have been randomly placed in the cities) players are each dealt two Railroad Baron cards. Each player chooses one baron to be kept in front of the player face down and places the other baron face down out of the playing area. Give each player the Fuel Depots in their own color along with the rest of their pieces. Place a City Rotor over each of six cities whose color matches that of the underlying city. Rotate the City Rotor so that the revealed color matches the City Rotor color. For example, in San Francisco you would use a red City Rotor and set it so that the red portion of the lower Hex was showing. The recommended rotor cities for the Western U.S. expansion are: San Francisco, Tacoma, Denver, Butte, Salt Lake City, and Oklahoma City.

Gameplay

Hex Classification Mountain hexes are identified by a dot. If a mountain hex contains water it is still considered a mountain hex. If a non-mountain hex has any water (blue) it is considered a water hex and the building cost for the hex is \$3000. If a hex does not have a dot or water, it is treated as open terrain.



Major Lines Major lines are available throughout the game. Major lines are identified on the Major Line cards. As in the basic game, once a major line has been completed by a single player it cannot be scored by anyone else. It is recommended that the completing player place a colored train from his/her supply on a major line card to note who completed it.

New Actions

Build a Fuel Depot - During the build track action, for an additional \$5,000 the active player may place 2 Fuel Depot tokens on any city to which he is connected, and which does not already contain any other Fuel Depot tokens (regardless of color). When delivering through a city where you have a depot, you may ignore the color of that city and continue through it by removing one of your Depot tokens.

Fuel Depots may also be used to make a longer delivery with a smaller level engine. During a delivery, a player may "stop" in a city where they have one of their own depots and end their turn (keeping the cube in front of them). On their next turn, they may continue with the delivery. You must remove 1 fuel depot marker every time you stop in a depot.

Example: Mike has a black cube in Las Vegas, a 4 train, and a depot in Albuquerque. On round 1 he takes his cube to his depot (4 links away). On round 2, he removes a Depot token, and goes 3 more links to Fort Worth for a delivery (worth a total of 7 points, which he earns when he makes the final delivery to Fort Worth). No points were collected at the time he used the depot token when his engine arrived in Albuquerque.

Deliveries and City Rotors

Cities with City Rotors always display their base color (the color shown on the rotor itself), and may show a second color through the slice in the rotor. Either displayed color may be delivered to a city showing two colors. After every delivery to the city, rotate the City Rotor piece clockwise to display the next color.

New Operations Cards

Boomtown - Immediately place a free "New City" tile in a gray city of your choice. Do not add any goods cubes to this new city as a result of using this card.

Sutter's Mill - Add 3 new random goods cubes to Sacramento.

Coal-fueled Engines - Pay half price (rounded up) on a single future Improve Engine action.

Optional Rules

Players may choose not to use City Rotors and/or Fuel Depots. Players may select different cities for City Rotors, and use them with more or fewer than six cities.

The City Rotor and Fuel Depot features may also be used with other Railways of the World expansions.

Ending the Game

The number of empty city markers that ends the game (same mechanics as Railways of the World) depends on the number of players:

2 Players: 10 Empty City Markers
3 Players: 12 Empty City Markers
4 Players: 14 Empty City Markers
5 Players: 16 Empty City Markers
6 Players: 18 Empty City Markers

Credits

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The Route to California, 1871 (litho) by Currier and Ives
Used with permission of the Bridgeman Art Library

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